SPECTATORS VOTE TO BENCH PLAYERS IN A VIDEO GAME

BACKGROUND

Online platforms such as, for example, Twitch, have made it possible for spectators to stream live and recorded video of top video games and electronic sports ("esports") events. As more and more people have become interested in watching video games and esports events, game developers have sought to enhance the viewing experience by providing increased functionality and interactivity for spectators.

It is in this context that embodiments arise.

SUMMARY

In an example embodiment, a method for displaying a video game to spectators includes receiving votes from spectators to remove a player from a video game. The method also includes determining whether a number of votes received to remove the player from the video game meets a threshold level required to trigger removal of the player from the video game. And, if the number of votes received to remove the player from the video game meets the threshold level required to trigger removal of the player from the video game, the method further includes generating a command configured to cause the player to be removed from the video game.

In one embodiment, determining whether the number of votes received to remove the player from the video game meets the threshold level required to trigger removal of the player from the video game includes weighting a vote received from a spectator based on the skill level of the spectator in the video game. The skill level of the spectator is the level of skill reflected by metrics in the spectator's game profile for the video game. In one embodiment, the metrics in the spectator's game profile for the video game include one or more of how often the spectator plays the game, the spectator's game rating, the spectator's video game statistics, and the spectator's accomplishments in the video game. In one embodiment, a vote received from a spectator having a relatively high level of skill in the video game is accorded more weight than a vote received from a spectator having either an average level of skill in the video game or a relatively low level of skill in the video game.

In one embodiment, the threshold level of votes required to trigger removal of the player from the video game is 60% of an overall number of votes received regarding the player. In another embodiment, the threshold level of votes required to trigger removal of the player from the video game is 60% of an overall number of weighted votes received regarding the player.

In one embodiment, the command is transmitted to an online gaming system and the command instructs the online gaming system to remove the player from the video game without giving the player access to override the command. In another embodiment, the command is transmitted to an online gaming system and the command instructs the online gaming system to insert into the video game a game specific reenactment of a player substitution process that shows the player being removed from the video game.

In one embodiment, the command bypasses the controls of the player to be removed, so that input from the player is blocked. In another embodiment, the method further includes animating the removal of the player and providing visual cues to other players or spectators as to why the player was removed from the video game.

In another example embodiment, a method for processing input from spectators of a video game is provided. The video game is rendered by a cloud gaming system and streamed to one or more players during a session. The method includes enabling access to view the video game by one or more spectators that are remote from the one or more players, with each of the spectators being provided with an interface to enable providing of feedback to the cloud gaming system. The method also includes receiving feedback from one or more of the spectators, with the feedback including voting data that is used by the cloud gaming system, where the voting data is in regard to removal of one or more of the players. The method further includes processing the voting data against metrics set for determining when one of the players is to be removed from playing the video game, and removing one of the players from playing the video game when the cloud gaming system determines that a threshold has been met based on the metrics. The removal of the player is performed by the cloud gaming system without enabling the player to rejoin during the session.

In one embodiment, processing the voting data against metrics set for determining when of the players is to be removed from playing the video game includes weighting votes from spectators based on a skill level of the spectator in the video game, tabulating a percentage of overall weighted votes from spectators in favor of removing the player from the video game, and determining whether the percentage of overall weighted votes from spectators in favor of removing the player from the video game meets a threshold for removing the player from the video game. In one embodiment, the threshold for removing the player from the video game is 60% of the overall weighted votes from spectators in favor of removing the player from the video game.

In one embodiment, the method further includes assigning the player removed from the game to a different circle of players so that the player removed from the game can continue to play the game. In one embodiment, the different circle of players includes players having game-playing attributes similar to the game-playing attributes of the player removed from the game. In one embodiment, the game-playing attributes include griefing other players.

In one embodiment, when removing one of the players from playing the video game, the cloud gaming system inserts into the video game a game specific reenactment of a player substitution process that shows the player being removed from the video game.

In one embodiment, the interface to enable providing of feedback to the cloud gaming system enables spectators to pay to have a player removed from playing the video game. In one embodiment, the interface to enable providing of feedback to the cloud gaming system enables a spectator to pay in full a fixed price to have a player removed from playing the video game, and the removal of the player is performed by the cloud gaming system when payment in full of the fixed price is received from the spectator. In another embodiment, the interface to enable providing of feedback to the cloud gaming system enables a plurality of spectators to pay a part of a fixed price to have a player removed from playing the video game, and the removal of the player is performed by the cloud gaming system when combined payment in full of the fixed price is received from the plurality of spectators each of whom paid a part of the fixed price to have the player removed from playing the video game.

In one embodiment, the interface to enable providing of feedback to the cloud gaming system enables spectators to